MIKOHN ®

Winning Solutions…Worldwide

WILD ARUBA STUD™ POKER
Procedures Manual

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As the pioneer and industry leader in the development of interior signage and displays in casinos, Mikohn is renowned for its unique, sensory-stimulating displays. This specialized form of artwork features multi-dimensional and 3-D elements, thematic progressive displays, meters, robotics/animatronic technology, and computer-coordinated sound and light shows. Mikohn can also customize slot glass to a particular theme, color, and style, enhancing the overall effect of any game.

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interior and exterior signage and lighting displays, and a wide and growing number of proprietary specialty games.

SYSTEMS

Heralded as the dominant leader in progressive jackpot systems, Mikohn continues to expand its offerings of sophisticated electronic systems to include the linking of multi-site casinos, advanced management information and player tracking innovations, related module enhancements, and bonusing technology.

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1.   Game Basics

WILD ARUBA STUD™ POKER is a casino table game played with one 52-card deck in which one to seven Players play against the house Dealer. The ranking of hands is performed in a poker-like manner and all **Deuces** (2s) function as **Wild** cards and can substitute for any rank or suit. As with similar card table games, the mechanics of WILD ARUBA POKER allow for quick play and wager resolution.

In WILD ARUBA STUD POKER, Players Ante one unit to receive a five-card hand, face-down, and may either **Fold** or **Call** with a back bet of two units (twice the Ante). The cards are dealt five in rotation from the Dealer's left to right. The Dealer is dealt a four-card hand face-down and one-card face-up. The Dealer must have a **pair of 8s** or better to qualify.

Each Player Position has areas on the layout marked Ante, Bet, and Cards as well as a Coin Accept to be used for an optional, **$1** (**one dollar**) wager on the Progressive Jackpot. See Figure 1.1 for table layout. This Progressive Jackpot bet is accepted on the condition that an Ante has also been placed for that hand and that both wagers are made prior to any cards being dealt. **A winning Progressive Jackpot hand is not affected by the Dealer's hand**. That is, if a Player wins a Progressive Jackpot, it does not matter what the Dealer's hand is, or if the Dealer even qualifies—the Player still wins the jackpot.

Figure 1.1   *WILD ARUBA STUD POKER table felt*

1.1   Table Setup: Software and Hardware

Casinos have a choice about whether to set up the game of WILD ARUBA STUD POKER to be played from a table controlled by a central computer or by an individual table. That is, tables can run either from the GAME MANAGER system (running on a PC) or from the AQUARIUS CONTROLLER (installed in every table).

The computer approach lets users easily change game configuration information from a PC. The table controller approach limits users' configuration permissions to those only qualified MIKOHN Service Personnel can perform. **Whichever method is used, all tables will have a Controller and Dealer Console installed**.

The software system approach lets a casino monitor jackpots and game play from both the Dealer Console keypad and a PC/monitor. This setup includes on-screen information and paper reports of table and jackpot history. All Jackpot Seed amounts are adjustable through the software interface. The **Initial Seed** amount for WILD ARUBA STUD POKER for a software-driven table system is $10,000.

The GAME MANAGER system offers the ability to link up to 120 WILD ARUBA STUD POKER tables together and to the same Progressive Jackpot. A proprietary COM CARD provides four ports on each PC. Up to 30 individual tables can then be connected to each of the four ports, totaling 120 tables. (Every table, Master or Slave has a unique address set with DIP switches on its AQUARIUS CONTROLLER board.)

The standalone table Controller approach does not include a PC, and records jackpots only through the Dealer Console keypad. Jackpot information is displayed on the table meter sign and there are no reports available. All default Jackpot Seed amounts are hard-coded (permanently written) in the EPROM chip on the Controller board. The starting jackpot amount can be temporarily adjusted during a Factory Reset to accommodate a casino's needs, but only by qualified MIKOHN Service Personnel. The **Default Seed** amount for WILD ARUBA STUD POKER on a Controller-based (standalone) table is $10,000.

The AQUARIUS CONTROLLER offers the ability to link up to 30 WILD ARUBA STUD POKER tables together and to the same Progressive Jackpot. The Master table has a unique DIP switch setting and all other attached (daisy chained) tables will be Slaves, also with unique DIP switch settings. (The DIP switch settings are defined in the **AQUARIUS GAME CONTROLLER 5.4 Technical Manual, Mikohn P.N. 990-254-00**.)

1.2   Table Security

1. All WILD ARUBA STUD POKER tables have a built-in controller in the chip tray that has a Hard Key lock. There are two keys associated with the keypad and Dealer Console, which affect certain game functions:

   a. The High Jackpot key (U009) is used to pay a high jackpot and is usually maintained in the casino cage and can be checked out only by the Casino Shift Manager, Director of Casino Operations, the Chief Financial Officer (CFO), or the Chief Executive Officer (CEO). This key can also be used to access the service functions as well as the low jackpot level.

   b. The Low Jackpot key (U008) is used to pay a low jackpot and is normally kept in the pit area. This key is maintained by the pit manager and is passed from the outgoing pit manager to the incoming pit manager.

2. All WILD ARUBA STUD POKER tables should have a fixed surveillance camera and a video recorder with a time and date generator.

1.3   Table Odds Payout Structure

When comparing hands, their type (natural or wild) is **not** used in determining who—of the Dealer and Player—has the better hand (that is, a wild Straight Flush is equivalent to a natural Straight Flush). However, in the case of a Royal Flush *only*, the type **is** used in determining the Call bonus on a winning Player's hand. Winning WILD ARUBA STUD hands pay **1 to 1** on the Ante, whether or not the Dealer qualifies. The Bet wager pays according to table odds if the Dealer **does** qualify.

Table 1.1, Table 1.2, Table 1.3 and Table 1.4 display the different variations for the base game that are available to the casinos.

Table 1.1 *WILD ARUBA STUD POKER Base Game Variations – No Dealer Upcard*

	BWAA1		BWAA2		BWAA3		BWAA4	
Hand Type	Natural	Wild	Natural	Wild	Natural	Wild	Natural	Wild
Royal Flush	100 to 1	50 to 1	100 to 1	50 to 1	100 to 1	50 to 1	100 to 1	50 to 1
Five-of-a-Kind		30 to 1		30 to 1		25 to 1		25 to 1
Straight Flush	12 to 1	12 to 1	20 to 1	20 to 1	50 to 1	7 to 1	50 to 1	7 to 1
Four-of-a-Kind	4 to 1	4 to 1	5 to 1	5 to 1	20 to 1	5 to 1	20 to 1	4 to 1
Full House	4 to 1	4 to 1	4 to 1	4 to 1	6 to 1	4 to 1	7 to 1	3 to 1
Flush	3 to 1	3 to 1	3 to 1	3 to 1	4 to 1	3 to 1	5 to 1	2 to 1
Straight	2 to 1	2 to 1	2 to 1	2 to 1	3 to 1	2 to 1	3 to 1	2 to 1
Three-of-a-Kind	1 to 1	1 to 1	1 to 1	1 to 1	2 to 1	1 to 1	2 to 1	1 to 1
Two Pairs or less	1 to 1	1 to 1	1 to 1	1 to 1	1 to 1	1 to 1	1 to 1	1 to 1

Table 1.2   *WILD ARUBA STUD POKER Base Game Variations –Dealer Upcard*

Hand Type	BWAB1 Natural	BWAB1 Wild	BWAB2 Natural	BWAB2 Wild	BWAB3 Natural	BWAB3 Wild	BWAB4 Natural	BWAB4 Wild
Royal Flush	100 to 1	50 to 1	100 to 1	50 to 1	100 to 1	50 to 1	100 to 1	50 to 1
Five-of-a-Kind		30 to 1		25 to 1		10 to 1		25 to 1
Straight Flush	10 to 1	10 to 1	10 to 1	10 to 1	50 to 1	4 to 1	20 to 1	7 to 1
Four-of-a-Kind	3 to 1	3 to 1	5 to 1	5 to 1	20 to 1	3 to 1	10 to 1	3 to 1
Full House	3 to 1	3 to 1	4 to 1	4 to 1	7 to 1	3 to 1	7 to 1	3 to 1
Flush	2 to 1	2 to 1	3 to 1	3 to 1	5 to 1	2 to 1	5 to 1	2 to 1
Straight	2 to 1	2 to 1	2 to 1	2 to 1	3 to 1	2 to 1	3 to 1	2 to 1
Three-of-a-Kind	1 to 1	1 to 1	1 to 1	1 to 1	2 to 1	1 to 1	2 to 1	1 to 1
Two Pairs or less	1 to 1	1 to 1	1 to 1	1 to 1	1 to 1	1 to 1	1 to 1	1 to 1

Table 1.3   *WILD ARUBA STUD POKER Base Game Variations –Dealer Upcard (continued)*

Hand Type	BWAB5 Natural	BWAB5 Wild	BWAB6 Natural	BWAB6 Wild	BWAB7 Natural	BWAB7 Wild	BWAB8 Natural	BWAB8 Wild
Royal Flush	100 to 1	25 to 1	100 to 1	50 to 1	100 to 1	50 to 1	100 to 1	50 to 1
Five-of-a-Kind		25 to 1		30 to 1		10 to 1		25 to 1
Straight Flush	50 to 1	7 to 1	50 to 1	7 to 1	30 to 1	5 to 1	50 to 1	10 to 1
Four-of-a-Kind	20 to 1	3 to 1	20 to 1	3 to 1	12 to 1	3 to 1	20 to 1	3 to 1
Full House	7 to 1	3 to 1	7 to 1	3 to 1	7 to 1	3 to 1	7 to 1	3 to 1
Flush	5 to 1	2 to 1	5 to 1	2 to 1	5 to 1	2 to 1	5 to 1	2 to 1
Straight	3 to 1	2 to 1	3 to 1	2 to 1	3 to 1	2 to 1	3 to 1	2 to 1
Three-of-a-Kind	2 to 1	1 to 1	2 to 1	1 to 1	2 to 1	1 to 1	1 to 1	1 to 1
Two Pairs or less	1 to 1	1 to 1	1 to 1	1 to 1	1 to 1	1 to 1	1 to 1	1 to 1

Table 1.4   *WILD ARUBA STUD POKER Base Game Variations –Dealer Upcard (continued)*

Hand Type	BWAB9 Natural	BWAB9 Wild
Royal Flush	100 to 1	50 to 1
Five-of-a-Kind		20 to 1
Straight Flush	50 to 1	10 to 1
Four-of-a-Kind	20 to 1	4 to 1
Full House	7 to 1	3 to 1
Flush	5 to 1	2 to 1
Straight	3 to 1	2 to 1
Three-of-a-Kind	1 to 1	1 to 1
Two Pairs or less	1 to 1	1 to 1

1.4   Hand Resolutions

Table 1.5 shows a sample of hands and their resolutions. The resolution columns are in units. For example, the Five-of-a-Kind in the first hand pays **60** units on the Call, equal to **30 to 1** (because the Dealer qualified with a **pair of 8s**) on the **2-unit** Call wager.

Table 1.5   *WILD ARUBA STUD POKER Sample Hand Resolutions*

Player's Hand	Dealer's Hand	Ante Resolution	Call Resolution
5♥ 5♠ 2♣ 2♠ 2♥ Five-of-a-Kind	4♥ 7♠ A♠ 8♥ 8♠ Qualify	Pays 1	Pays 60 (30 to 1 x 2)
5♥ 5♠ 2♣ 2♠ 3♥ Four-of-a-Kind	4♥ 7♠ A♠ 8♥ 7♠ No Qualify	Pays 1	Push
A♥ 5♠ 2♣ 3♦ 4♦ Straight	2♥ A♠ K♠ 8♥ 9♦ Qualify	Pays 1	Pays 4 (2 to 1 x 2)
3♦ 3♥ 2♣ 5♥ 7♠ Three-of-a-Kind	7♥ Q♠ K♠ 8♥ 2♦ Qualify	Pays 1	Pays 2 (1 to 1 x 2)
K♥ 5♠ 2♣ 7♥ Q♦ Garbage	7♦ 10♠ A♠ 2♥ 3♣ Qualify	Loses	Loses
5♥ 4♥ 2♣ 2♠ 3♥ Straight Flush	4♠ 7♠ A♠ 8♥ 7♠ No Qualify	Pays 1	Push
5♥ 4♥ 2♣ 2♠ 3♥ Straight Flush	4♠ 8♠ A♠ 8♥ 7♠ Qualify	Pays 1	Pays 20 (10 to 1 x 2)

1.5   Understanding Card and Deck Values

WILD ARUBA will be played with one deck of 52-cards, no Jokers, with the card backs of the same color and design and one additional security card of a solid color. The value of the cards contained in each deck will be of traditional poker, with the exception that all Deuces are wild and substitute for any card rank or suit. See Figure 1.2 for examples of the Deuces Wild cards. Table 1.6 shows the ranking of hands, from most to least valuable, and provides examples of possible hands:

Table 1.6 *Examples of WILD ARUBA STUD POKER Hand Rankings*

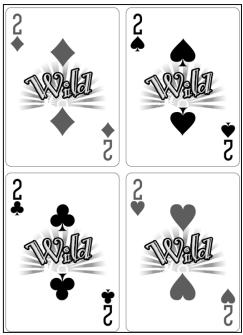| Hand Type	Natural	Wild
Royal Flush	A♥ K♥ Q♥ J♥ 10♥	A♥ K♥ J♥ 10♥ 2♣
Five-of-a-Kind	N/A	7♥ 7♠ 7♥ 2♥ 2♣
Straight Flush	Q♣ J♣ 10♣ 9♣ 8♣	Q♣ J♣ 8♣ 2♦ 2♠
Four-of-a-Kind	8♦ 8♥ 8♠ 8♦ 3♦	8♦ 8♥ 8♠ 2♦ 3♦
Full House	8♦ 8♥ 8♠ 3♠ 3♥	8♦ 8♥ 3♠ 3♥ 2♠
Flush	Q♣ 10♣ 7♣ 6♣ 3♣	Q♣ 10♣ 3♣ 2♥ 2♦
Straight	7♥ 6♥ 5♥ 4♥ 3♦	7♥ 6♥ 5♥ 3♦ 2♥
Three-of-a-Kind	J♠ 8♦ 8♥ 8♠ 4♠	J♠ 8♦ 8♥ 4♠ 2♥
Two Pairs	J♠ J♦ 8♥ 8♠ 4♠	N/A
Pair	K♥ K♣ Q♠ 10♥ 3♦	K♥ Q♠ 10♥ 3♦ 2♣
High Other	K♦ Q♥ 5♠ 4♠ 3♠	N/A

Figure 1.2 *WILD ARUBA STUD POKER, Deuces Wild Cards*

2. Procedures

The rules of WILD ARUBA STUD™ POKER game play and Dealer procedures are described in the following sections.

2.1 Casino Specific Procedures

The following procedures are all casino specific in the manner which they are completed: opening the table, inspecting the deck of cards, removing used and damaged cards, performing the shuffle, changing the deck of cards, managing a dead game, and understanding the minimum and maximum wagering limits on the different table games.

2.2 Table Components

WILD ARUBA STUD is a progressive table game consisting of the following components:

1. Seven Player Positions, each containing the following:

    - A location for the wager

    - A location for the Ante

    - A Coin Accept for the **$1** (**one-dollar**) Progressive Jackpot bet

    - A Card Placement Circle

2. One Dealer Position containing the following:

    - Dealer Console

    - Chip tray with eleven chip tubes and a chip return

    - Area for Dealer's hand

3. Progressive Jackpot Meter that increments when Players make a Progressive wager and decrements when most Progressive Jackpots are paid.

2.3 Playing the Game

The following sections will detail both Dealer and Player procedures:

- Wagering

- Making the One-Dollar Progressive Bet

- Dealing the Hand

- Determining the Winning Hand

- Taking and Paying

- Resolving Dealer Errors

2.3.1 Wagering

After the initial wager, each Player receives a random five-card hand face-down, while the Dealer receives a five-card hand with one card face-up. **Players are not allowed to view each other's cards or communicate or exchange any information regarding their hands**.

The following list explains the rules for wagers:

1. Rules concerning the operation of the game, such as minimum and maximum wagers, payoffs, and the winning hands that qualify for a portion of the Progressive Jackpot are posted at the table for public inspection.

2. The Player can make three wagers in WILD ARUBA STUD:

    a. Initially, each Player makes an Ante wager. A Player must Ante to play the game.

    b. The Player can participate in the Progressive Jackpot by placing a token in a designated Coin Accept in front of the Ante. After a token is placed through the Coin Accept, indicating that the Player is participating in the Progressive Jackpot, the progressive meter will advance by a predetermined amount for each token placed through the Coin Accept.

    c. The Player, upon receiving the five-card hand, must declare his or her wagering intentions, as shown in the following scenarios:

        - The Player may **Fold**, thus forfeiting the Ante

                                      OR

        - The Player may **Call**, betting an additional amount exactly two times the Ante

3. All wagers at WILD ARUBA STUD shall be made by placing Chips on the appropriate areas of the layout and tokens in the Coin Accept for the Progressive Jackpot. **Verbal wagers will not be accepted at the game of WILD ARUBA STUD**.

4. After the first card of any hand has been dealt, no Player shall handle, remove or alter any wagers that have been made until the Dealer has verified all hands.

2.3.2 Making the One-Dollar Progressive Bet

Each Player has the option of wagering on the Progressive Jackpot. In front of each Ante area on the table is a Coin Accept where the Player of that Player Position may wager on the Progressive Jackpot for the upcoming hand. **The Progressive wager is always treated as a side Bet and the Dealer's hand has no bearing on the Progressive wager outcome**. The following are rules for the Progressive Jackpot wager.

1. A Player must simultaneously bet on the Ante if depositing a **COIN** into the Coin Accept to make a Progressive Jackpot wager.

2. Only one token may be wagered per slot per hand. The table Coin Accept feature (**COIN IN** button) will not allow a Player to wager until the beginning of the next hand when the **GAME OVER** button is reset.

3. All valid Progressive Jackpot wagers will be indicated by an activated light (red LED) on the progressive Coin Accept. A hand that would qualify for the Progressive Jackpot will be honored only if the progressive light is on. **A Player Position on a WILD ARUBA table with a defective light will be closed**.

4. A Player choosing to play Progressive Jackpot is responsible for noting that the Coin Accept light is on, as posted on the table sign.

5. All Progressive Jackpot wagers must be placed before the Dealer delivers the cards. Before any cards are delivered, the Dealer will activate the progressive meter lock out (**COIN IN** button) which will prevent the Player from wagering after the first card is delivered.

6. After a (percentage) Progressive Jackpot winning hand of a Royal Flush or a Straight Flush has been determined, it will be left exposed on the layout. The Games Supervisor in charge of the pit, the Casino Manager, and the Surveillance Shift Supervisor will be notified regarding the possible Jackpot payoff. Any additional winning Progressive Jackpot hands will also be left exposed on the layout in the same fashion.

7. Before each hand is dealt, the Dealer will inform the Player that the Progressive Jackpot is closed by saying "No more Bets."

2.3.3 Dealing the Hand

The following are the rules for dealing a WILD ARUBA STUD POKER hand.

1. Before each hand is dealt, the Dealer will inform the Players that the Progressive Jackpot is closed by saying "No more Bets." The Dealer must press the **COIN IN** button on the Controller keypad.

2. The Dealer will start on Dealer's left and move to the right, dealing out five-card hands to each Player, including the Dealer's hand.

3. Cards will be dealt to the left of the Players' Coin Accept, one at a time and face-down. The Dealer's last card is turned face-up. The Dealer will push the cards to the Players after the fifth card is dealt for each Player wagering that round.

4. The Dealer will count the remaining cards when dealing to four or more Players and then place the remaining cards in the discard holder. The Dealer will place the security card from the bottom of the deck on top of the cards in the discard rack.

5. An incorrect number of cards to any Player or the Dealer constitute a dead hand for that Player only.

6. Players may then pick up their cards and decide if they want to **Call** or **Fold**.

7. When all Player hands are completed, the Dealer turns his or her remaining four cards face-up and arranges them in descending rank, from Dealer's left to right. Any Deuces shall be placed on the left. The Dealer must then hold at least a **Pair of 8s to Qualify**.

8. After the Dealer has compared all hands and paid all winnings, all cards are returned to the Discard Holder.

9. The Dealer will then press the **GAME OVER** button to signify the start of a new game.

2.3.4 Determining the Winning Hand

After all Players have finished wagering, the Dealer will flip over all Dealer cards to establish the house hand. The outcome of the game depends in part on whether the Dealer has qualified. The Dealer qualifies if he or she has at least a **Pair of 8s**. If so, a Player's and the Dealer's hands are compared to determine the outcome of the game. When comparing hands, the higher ranked hand wins. Then:

1. If the Dealer does not qualify (that is, Dealer has a **Pair of 7s** or worse):

   - The Player is paid **1 to 1** on the Ante and pushes the Call bet (and any hand that qualifies for the Progressive Jackpot is processed accordingly)

2. If the Dealer does qualify (that is, has a **Pair of 8s** or better) and:

   - the Player's hand beats the Dealer's, then the Player will be paid **1 to 1** on the Ante and be paid on the Call wager according to the Bonus Paytable (and any hand that qualifies for the Progressive Jackpot is processed accordingly)

     OR
   - the Dealer's hand beats the Player's, then the Player loses both the Ante and Call wagers (and any hand that qualifies for the Progressive Jackpot is processed accordingly)

     OR
   - the Player and Dealer tie, then the Player's wagers also push (and any hand that qualifies for the Progressive Jackpot is processed accordingly)

2.3.5 Taking and Paying Bets

1. The Dealer does not total the Bet and Ante together.

2. After a Player folds, the Dealer will take the Ante, spread the cards, count them, then place them in the discard holder.

3. The Dealer verifies that each Player who decided to play has made a Bet of the proper amount behind the Ante. (The Bet must be exactly two times the Ante.)

4. **All** the Player's cards must be placed on the table before the Dealer takes or pays the first hand.

5. The Dealer turns over the remaining Dealer cards. The Dealer, if qualified, (8s or better) moves the poker hand forward to allow the Players to clearly see the Dealer's hand.

6. The Dealer compares his or her hand to each Player's hand. The Dealer compares, pays, and takes from Dealer's right to left.

7. The Dealer must take or pay, spread the cards, count the cards, and then place them in the discard holder on each hand before the Dealer goes on to the next Player.

8. The highest hand between an individual Player and the Dealer wins.

9. If the Dealer's hand does not have a value of **8s** or higher, the Dealer will:

   • Announce "No Hand" and immediately pay all the Ante Bets

   • Spread, count, and collect each Player's cards individually

10. If the Dealer and Player have the same hand, there is a tie (no action).

2.3.6 Resolving Dealer Errors

The following are basic resolutions for cases of Dealer errors:

1. If the Dealer makes an error, he or she will stop the game and call over the Games Supervisor to make necessary changes.

2. The Dealer will not make a correction to any given error in the game without a Games Supervisor's approval.

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3.   Progressive Jackpot Payout Procedures

WILD ARUBA STUD™ POKER also offers an optional **$1** (**one-dollar**) progressive wager with the following Paytables shown in Table 3.1, Table 3.2, Table 3.3, Table 3.4 and Table 3.5. Note that the Paytable is applicable with all Base Game Variations.

Table 3.1 *WILD ARUBA STUD POKER Progressive Paytable PWAA1*

WILD ARUBA STUD POKER Progressive Paytable PWAA1		
Hand	**Payout (from the meter)**	**Jackpot Type (Key Turn)**
Royal Flush (Natural)	100% (from the meter)	High (JPH—turn to right)
Straight Flush (Natural)	10% (from the meter)	High (JPH—turn to right)
Royal Flush (Wild)	$250 (from the meter)	Low (JPL—turn to left)
Five-of-a-Kind (Wild)	$100 (from the meter)	Low (JPL—turn to left)
Straight Flush (Wild)	$50 (from the meter)	Low (JPL—turn to left)
Four-of-a-Kind: 10 through A	$25 (<u>not</u> from the meter)	No Key

Table 3.2 *WILD ARUBA STUD POKER Progressive Paytable PWAA2*

WILD ARUBA STUD POKER Progressive Paytable PWAA2		
Hand	**Payout (from the meter)**	**Jackpot Type(Key Turn)**
Royal Flush (Natural)	100% (from the meter)	High (JPH—turn to right)
Straight Flush (Natural)	10% (from the meter)	High (JPH—turn to right)
Four-of-a-Kind (Natural) or Five-of-a-Kind	$250 (from the meter)	Low (JPL—turn to left)
Royal Flush (Wild)	$150 (from the meter)	Low (JPL—turn to left)
Straight Flush (Wild)	$50 (from the meter)	Low (JPL—turn to left)
Four-of-a-Kind: 10 through A	$25 (<u>not</u> from the meter)	No Key

Table 3.3 *WILD ARUBA STUD POKER Progressive Paytable PWAA3*

WILD ARUBA STUD POKER Progressive Paytable PWAA3		
Hand	**Payout (from the meter)**	**Jackpot Type(Key Turn)**
Royal Flush (Natural)	100% (from the meter)	High (JPH—turn to right)
Straight Flush (Natural)	10% (from the meter)	High (JPH—turn to right)
Four-of-a-Kind (Natural) or Five-of-a-Kind	$250 (from the meter)	Low (JPL—turn to left)
Royal Flush (Wild)	$150 (from the meter)	Low (JPL—turn to left)
Straight Flush (Wild)	$50 (from the meter)	Low (JPL—turn to left)
Four-of-a-Kind: 10 through A	$10 (<u>not</u> from the meter)	No Key

Table 3.4   *WILD ARUBA STUD POKER Progressive Paytable PWAA4*

WILD ARUBA STUD POKER Progressive Paytable PWAA4		
Hand	**Payout (from the meter)**	**Jackpot Type (Key Turn)**
Royal Flush (Natural)	100% (from the meter)	High (JPH—turn to right)
Straight Flush (Natural)	10% (from the meter)	High (JPH—turn to right)
Four-of-a-Kind (Natural)	$500 (from the meter)	Low (JPL—turn to left)
Five-of-a-Kind (Wild)	$100 (from the meter)	Low (JPL—turn to left)
Royal Flush (Wild)	$250 (from the meter)	Low (JPL—turn to left)
Straight Flush (Wild)	$50 (<u>not</u> from the meter)	No Key
Four-of-a-Kind: 10 through A	$25 (<u>not</u> from the meter)	No Key

Table 3.5   *WILD ARUBA STUD POKER Progressive Paytable PWAA5*

WILD ARUBA STUD POKER Progressive Paytable PWAA5		
Hand	**Payout (from the meter)**	**Jackpot Type (Key Turn)**
Royal Flush (Natural)	100% (from the meter)	High (JPH—turn to right)
Straight Flush (Natural)	$5000 (from the meter)	High (JPH—turn to right)
Four-of-a-Kind (Natural)	$500 (from the meter)	Low (JPL—turn to left)
Five-of-a-Kind	$100 (from the meter)	Low (JPL—turn to left)
Royal Flush (Wild)	$250 (from the meter)	Low (JPL—turn to left)
Straight Flush (Wild)	$50 (<u>not</u> from the meter)	No Key
Four-of-a-Kind: 10 through A	$25 (<u>not</u> from the meter)	No Key

3.1   Using the Dealer Console to Record and Pay Jackpots

The following sections summarize the Dealer procedures for paying a winning Progressive Jackpot hand. Progressive Jackpot payouts will be initiated from the Dealer Console. If a winning jackpot hand occurs, the Dealer will perform the steps outlined on the following pages (see the steps to determine whether a Games Supervisor is needed for the payout).

Progressive Jackpot hands are paid right to left of the Dealer, in order of Player Position, after all wagers have been taken or paid.

There are three general "groups" of Progressive Jackpot payouts—High, Low, and No Key. The subsections on the following pages detail how to perform payouts for each type of jackpot.

3.1.1 High Jackpots

A Player with a Progressive Jackpot winning hand must notify the Dealer of the winning hand. The Dealer will perform the following steps:

1. Verify that the Dealer Console is in the **COIN IN** mode. Jackpots can be paid *only* while the game is in this mode.

2. Press the keypad button that corresponds to the winning hand. The button's red LED will light when pressed. This indicates that the jackpot is Pending.

3. Call the Games Supervisor, who will:

   a. Verify the hand.

   ## NOTE:

   If the hand is not verifiable (is not a winner), simply press the keypad button pressed in Step 2. This will cancel the jackpot payout process for that hand.

   ---

   b. Make sure the Coin Accept indicator light is on.

   c. Double-check all security measures before validating the jackpot. The Games Supervisor and Games Shift Manager will:

   - Call Surveillance to check, verify, and save tape. Surveillance must verify that the shuffle was according to procedures, that qualifying progressive bets were placed before the hand was dealt, and that cards were dealt in the correct sequence and were not manipulated in order to compose the winning hand.

   - Check the winning meter amount against the last meter reading and the last Jackpot payout to determine if the winning meter amount is correct.

   - Pull and check card deck (save deck for further inspection).

   - Replace card deck.

   - The Dealer will count down remaining cards, sort them into proper order, and check them. The Dealer will count down the *complete* deck after any Progressive Jackpot payout, or at the request of a Games Supervisor.

4. **If the hand is verified** after the above procedures, the Games Supervisor will continue.

5. If the Player wishes to be paid by check, the Player must request this prior to the cash payoff being completed. It is permissible for the Games Supervisor to find out from the Player how the transaction is to be carried out before completing the payout slip.

6. Insert the Hard Key and turn it from the **Run 'R'** position to the **JPH** (Jackpot High) position. The **J-POT** button LED will flash to signify that the Console is in the **Process Jackpot** mode.

7. Press the flashing **J-POT** button to pay a Pending jackpot. The Controller deducts the corresponding payout amount from the Progressive Jackpot meter. A Jackpot Message scrolls across the Table Meter sign display, indicating a Winner, Type of win, Amount of Jackpot, and at what Table. A Jackpot Paid message will display on the GAME MANAGER Activity Log.

8. The Dealer will pay the amount of the jackpot to the winning Player.

9. After all **High Jackpots** (Royal Flush and Straight Flush) payouts have been made, the Games Supervisor will turn the Hard Key back to the **RUN 'R'** position and remove the key. (Repeat the above process for any additional percentage jackpots.)

10. The Dealer will press the **GAME OVER** button.

11. The Games Supervisor will clear the jackpot from the GAME MANAGER software interface. (Percentage jackpots will cause the **Process Jackpot** button on the Main Menu to blink. When the jackpot is processed from the system, a jackpot receipt will print out. Add this receipt to paperwork completed at the table.)

3.1.2 <u>Low Jackpots</u>

1. If the winning hand is a Low jackpot, then the following steps will be completed:

    a. The Dealer will request the Games Supervisor to verify the winning hand and the payout.

    b. The Games Supervisor will input the hand into the keypad and verify that the jackpot matches the button pressed on the keypad.

    c. After verifying the hand and the payoff, the Games Supervisor will insert a key into the Console lock and turn the key to the left (JPL). Doing so causes the computer to subtract the jackpot payoff from the Progressive Jackpot displayed on the progressive table signs and the computer monitor.

    d. The Games Supervisor will pay the correct amount of the jackpot to the winning Player.

    e. The Games Supervisor will then complete all entries on the progressive payout slip for the appropriate jackpot, have the Dealer sign the slip, drop one part of the slip in the drop box, and store the other part.

2. Progressive Jackpot hands are paid right to left of the Dealer, in order of Player Position, after all Antes and Bets have been taken or paid.

3. After all tax forms are complete and the Jackpot has been paid, the Casino Manager will go to the computer and press the flashing **Process Jackpot** button.

3.1.3 <u>No Key Jackpots</u>

A Games Supervisor is not needed for this fixed pay and it does not require a Hard Key. The winners are paid from the chip tray. Those jackpots listed in the previous paytables as "not from meter" will indicate a Jackpot Paid in the amount of $0.00 (zero dollars) on the GAME MANAGER Activity Log.

3.2   Multiple Progressive Jackpots at One Table and One Deal

---

NOTE:

The recommended procedure is to pay all winning Progressive Jackpot hands one at a time according to Player Position (from right to left). See Section 4.2 for troubleshooting instructions.

For multiple progressive jackpot wins on one table, the Dealer will perform the following steps:

1. Determine the first winner of a Progressive Jackpot to the right of the Dealer.

2. Verify that the Dealer Console is in the **COIN IN** mode. Jackpots can be paid *only* while the game is in this mode.

3. Press the keypad button that corresponds to the winning hand. The button's red LED will light when pressed. This indicates that the jackpot is Pending.

4. Call the Games Supervisor, who will:

   a. Verify the hand.

NOTE:

If the hand is not verifiable (is not a winner), simply press the keypad button pressed in Step 3. This will cancel the jackpot payout process for that hand.

---

   b. Make sure the Coin Accept indicator light is on.

   c. **For a Percentage/High Jackpot only:** Double-check all security measures before validating the jackpot. The Games Supervisor and Games Shift Manager will:

   - Call Surveillance to check, verify, and save tape. Surveillance must verify that the shuffle was according to procedures, that qualifying progressive bets were placed before the hand was dealt, and that cards were dealt in the correct sequence and were not manipulated in order to compose the winning hand.

   - Check the winning meter amount against the last meter reading and the last Jackpot payout to determine if the winning meter amount is correct.

   - Pull and check card deck (save deck for further inspection).

   - Replace card deck.

   - The Dealer will count down remaining cards, sort them into proper order, and check them. The Dealer will count down the *complete* deck after any Progressive Jackpot payout, or at the request of a Games Supervisor.

5. **If the hand is verified** after the above procedures, the Games Supervisor will jackpot payout procedures.

6. **For a Percentage/High Jackpot Only:** If the Player wishes to be paid by check, the Player must request this prior to the cash payoff being completed. It is permissible for the Games Supervisor to find out from the Player how the transaction is to be carried out before completing the payout slip.

7. Insert the Hard Key and turn it from the **Run 'R'** position to the **JPH** (Jackpot High) or **JPL** (Jackpot Low) position, according to the type of win. The **J-POT** button LED will flash to signify that the Console is in the **Process Jackpot** mode.

8. Press the flashing **J-POT** button to pay a Pending jackpot. The Controller deducts the corresponding payout amount from the Progressive Jackpot meter. A Jackpot Message scrolls across the Table Meter sign display, indicating a Winner, Type of win, Amount of Jackpot, and at what Table. A Jackpot Paid message will display on the GAME MANAGER Activity Log.

9. The Dealer will pay the jackpot amount to the winning Player.

10. After the first jackpot payout has been made, the Dealer and Games Supervisor will repeat the above process for any additional jackpots. After all jackpots payouts have been made, the Games Supervisor will turn the Hard Key back to the **RUN 'R'** position and remove the key.

11. The Dealer will press the **GAME OVER** button after all payouts are processed.

12. The Games Supervisor will clear the jackpots from the GAME MANAGER software interface. (Any percentage jackpots will cause the **Process Jackpot** button on the Main Menu to blink. When the jackpot is processed from the system, a jackpot receipt will print out. Add this receipt to paperwork completed at the table.)

3.3   Simultaneous High Progressive Jackpot Hands on Multiple Tables

---

NOTE:

The recommended procedure is to pay simultaneous winning Percentage (High)
Progressive Jackpot hands at multiple tables according to which Player won first—as
shown on Surveillance tapes. See Section 4.2 for troubleshooting instructions.

Situations can occur in which multiple **100%** and **10%** jackpots hit at different tables virtually
simultaneously. Although it is statistically rare to have such an occurrence, it could happen. When there
is more than one table linked to the same progressive, Surveillance must determine which Player won
the winning hand first, because being paid second (and so on) means the Player is being paid a smaller
amount after the meter is reduced by the first winner.

Therefore, in a situation where one Player wants to be paid ahead of another or insists he or she won
the hand first, Surveillance must be called to settle the dispute with Surveillance tape evidence. The
House will award the first percentage jackpot to the Player who won the hand first, even if by a few
seconds difference.

In a circumstance when multiple Percentage (High) Progressive Jackpot hands are won simultaneously
on different tables, the following payout procedures are recommended:

1. Call the Games Supervisor as soon as a dispute arises. The Games Supervisor will:

    a. Verify that the Dealer Console on all tables is in the COIN IN mode. Jackpots can
        be paid only while the game is in this mode.

    b. Verify the hands.

    c. Make sure the correct Coin Accept indicator lights are on.

    d. Double-check all security measures before validating the jackpot. The Games
        Supervisor and Games Shift Manager will:

        • Call Surveillance to check, verify, and save tape. **Surveillance will compare the
           tapes from all winning tables to determine which hand was won first.**
           Surveillance must verify that the shuffle was according to procedures, that
           qualifying progressive bets were placed before the hand was dealt, and that cards
           were dealt in the correct sequence and were not manipulated in order to
           compose the winning hand.

        • Check the winning meter amount against the last meter reading and the last
           Jackpot payout to determine if the winning meter amount is correct.

        • Pull and check card deck (save deck for further inspection).

        • Replace card deck.

        • The Dealer will count down remaining cards, sort them into proper order, and
           check them. The Dealer will count down the *complete* deck after any Progressive
           Jackpot payout, or at the request of a Games Supervisor.

2. **If both hands are verified**, the Games Supervisor will go to the first winning table and with
    the Dealer process that jackpot completely.

3. Press the keypad button that corresponds to the winning hand. The button's red LED will light when pressed. This indicates that the jackpot is Pending.

4. If the Player wishes to be paid by check, the Player must request this prior to the cash payoff being completed. It is permissible for the Games Supervisor to find out from the Player how the transaction is to be carried out before completing the payout slip.

5. Insert the Hard Key and turn it from the **Run 'R'** position to the **JPH** (Jackpot High) position. The **J-POT** button LED will flash to signify that the Console is in the **Process Jackpot** mode.

6. Press the flashing **J-POT** button to pay a Pending jackpot. The Controller deducts the corresponding payout amount from the Progressive Jackpot meter. A Jackpot Message scrolls across the Table Meter sign display, indicating a Winner, Type of win, Amount of Jackpot, and at what Table. A Jackpot Paid message will display on the GAME MANAGER Activity Log.

7. The Dealer will pay the first jackpot winner the full sum of the winning hand's payout. **The new jackpot amount, minus the first winner's payout, will be the money used to pay the second High jackpot winner.**

8. The Games Supervisor will turn the Hard Key back to the **RUN 'R'** position and remove the key.

9. The Dealer will press the **GAME OVER** button after the **first table** payout is processed.

10. The Games Supervisor will clear the jackpot from the GAME MANAGER software interface. (Percentage jackpots will cause the **Process Jackpot** button on the Main Menu to blink. When the jackpot is processed from the system, a jackpot receipt will print out. Add this receipt to paperwork completed at the table.)

11. **After the first jackpot payout has been made, the Games Supervisor and another Dealer will repeat the above process, paying the second jackpot winner at another table from the remaining jackpot meter amount.**

3.4   End of Shift Form

The End of Shift form (page 27) is an optional tool for Casinos to use. The main purpose of this form is to create a method of Checks and Balances against the Game Manager computer and the Hard Meter. The following are general procedures for completing this form:

1. Fill in Date, Time, Shift, Table #, Games Supervisor, and Pit/Shift Personnel.

2. Under the Progressive Jackpot Meter, Hard Meter Reading section:

    a. The Beginning Hard Meter Reading number will be entered by previous shift.

    b. Enter the End Hard Meter Reading at the end of your shift.

    c. Subtract the Ending figure from the Beginning figure; this equals Amount of Coin played during the shift. Enter this amount in Total.

    d. The End Hard Meter Reading will become the next shift's beginning amount.

3. Run the Coin-In Report from GAME MANAGER, and then compare the amount entered in the Total section (manual coin-in) with the amount on the report. This is how to reconcile Coin-In.

4. Under the Current Progressive Jackpot section:

    a. The Beginning Amount of the Progressive Jackpot will be entered by previous shift.

    b. Enter the End Amount of the Progressive Jackpot that is displayed on the LED keypad, at the end your shift.

    c. Multiply the Total amount entered in the Hard Meter Reading section against the Progressive Meters incrementation rate (casino specific.)

    d. Compare the number from step c with the difference between the Beginning Amount and the End Amount under Progressive Jackpot. That figure will represent the correct amount of coin that has been added to the Progressive Jackpot.

    e. Verify the number from step d against the available GAME MANAGER reports; for example, Activity Log and Progressive Jackpot Report.

5. If the variance is less than 100 coins, there is no issue. If the variance is more than 100 coins, call MIKOHN Gaming, and we will help assist in resolving problems.

4.   Troubleshooting

4.1   Progressive Malfunctions

NOTE:

The GAME MANAGER program utilizes three levels of passwords to protect the integrity of the system. For additional information, refer to the **GAME MANAGER 5.4 User Manual, MIKOHN P.N. 990-251-00** and the **GAME MANAGER 5.4 Technical Manual, MIKOHN P.N. 990-255-00**.

Please refer to the **AQUARIUS GAME CONTROLLER 5.4 Technical Manual, MIKOHN P.N. 990-254-00**, for more information about the Dealer Console, the Controller, and troubleshooting.

In case of a malfunction of the AQUARIUS GAME CONTROLLER or the computer, the Coin Accepts can be covered up, allowing the standard WILD ARUBA STUD™ POKER table game to continue without the Progressive feature until repairs are made.

4.2   Progressive High Jackpot Input Errors

If multiple High Percentage Progressive Jackpots are pending on GAME MANAGER and one or more High Jackpot Group was incorrectly inputted on the keypad, follow the procedures below:

1. Stop game play on all tables linked to the GAME MANAGER PC.

2. Take note of current Progressive Jackpot Reading, from the keypad and the GAME MANAGER PC.

3. Cancel all Progressive Jackpots that are pending on the GAME MANAGER PC.

    a. Click on the **Process Jackpot** button located on the *Main Menu* screen on the GAME MANAGER PC, this will take you to the *Process Jackpot* screen.

    b. Select each pending jackpot individually, and then click on the **Delete** button.

    c. A *Confirm Jackpot Deletion* pop-up screen will appear, click on the **green √** for acceptance or the **red X** to return to the *Process Jackpot* screen. If the **green √** was selected the *Process Jackpot* screen will appear.

4. Re-enter the correct Progressive Jackpots, in correct winning sequence.

5. Pay out the correct jackpot amount to each Player, one at a time.

NOTE:

For example, if there was a **Royal Flush** on the table and it was entered and pending (the **Pending Jackpot** button would be flashing) as a **Straight Flush**, the Games Supervisor would follow the procedures above.

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GLOSSARY

The following terms used in this manual, have the following meanings unless the context clearly indicates otherwise:

1. **Ante**: The initial wager for a Player at the start of each new game.

2. **Bet**: To wager; To stay in the game by betting money on a dealt hand, especially if it is a potential winning hand.

3. **Call**: To stay in the game by betting money on a dealt hand, especially if it is a potential winning hand.

4. **Coin Accept**: A device used for collecting the Progressive Jackpot Bet and registering the Player for a chance to win a Progressive Jackpot. There is one Coin Accept for each Player Position on the table.

5. **Console**: (Dealer Console) Another name for the AQUARIUS GAME CONTROLLER keypad installed at the Dealer's position on the table. Used to enter Progressive Jackpot wins.

6. **Dealer**: The person responsible for distributing cards and making payouts at a table.

7. **Dealer Qualify**: A Dealer's hand rank of a **8s or better** to qualify.

8. **EPROM**: Erasable Programmable Read Only Memory chip, found on the AQUARIUS CONTROLLER BOARD. Determines game configuration and seed amounts, especially for a Standalone table configuration. For a software-driven table game configuration, EPROM information is used but can be overridden by the GAME MANAGER software.

9. **Face Cards**: These represent Jacks, Queens, or Kings in the Standard 52-card deck.

10. **Fold**: To forfeit the Wager. To quit the game for a given hand, particularly for a losing hand.

11. **Hand**: The display and value of the five random cards the Dealer deals to the Player and him- or herself.

12. **LED**: (Light Emitting Diode) indicator light that illuminates at the progressive wager coin accept at each position where a wager was placed and "dropped."

13. **Player**: The person who compares his or her hand against the Dealer's to determine the winner. The Player wagers and plays against the Dealer, not other Players.

14. **Progressive Bet**: The $1 (one-dollar) wager a Player places in the Coin Accept to participate in the Progressive Jackpot portion of the game.

15. **Progressive Jackpot Value**: An amount of continually increasing money separate from the table game Bet that may be won by a Player who makes an optional $1 (one-dollar) Bet. The Progressive Jackpot amount is displayed on a meter at the WILD ARUBA STUD table.

16. **Push**: When the Player's hand is equal to the Dealer's qualifying hand. In this situation, nothing is won or lost and the Player retains all money wagered (other than the Progressive Jackpot bet).

17. **Stand**: When the Player is satisfied with his or her hand and does not take any additional cards.

18. **Unit**: An amount of money wagered. The casino table sets the minimum and maximum values.

19. **Wager**: To bet; To stay in the game by betting money on a dealt hand, especially if it is a potential winning hand.

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MIKOHN PROGRESSIVE TABLE GAMES
END OF SHIFT FORM

DATE:	SHIFT:
TIME:	TABLE #:

GAMES SUPERVISOR:	
PIT/SHIFT PERSONNEL:	

PROGRESSIVE JACKPOT METER

HARD METER READING

BEGINNING:	
END:	
TOTAL:	

CURRENT PROGRESSIVE JACKPOT

BEGINNING AMOUNT:	
END AMOUNT:	

Fill in Date, Time, Shift, Table #, Games Supervisor, and Pit/Shift Personnel.

Under the Progressive Jackpot Meter, Hard Meter Reading section:

    a.   The Beginning Hard Meter Reading number will be entered by previous shift.

    b.   Enter the End Hard Meter Reading at the end of your shift.

    c.   Subtract the Ending figure from the Beginning figure; this equals Amount of Coin played during the shift. Enter this amount in Total.

    d.   The End Hard Meter Reading will become the next shift's beginning amount.

Run the Coin-In Report from GAME MANAGER, and then compare the amount entered in the Total section (manual coin-in) with the amount on the report. This is how to reconcile Coin-In.

Under the Current Progressive Jackpot section:

    a.   The Beginning Amount of the Progressive Jackpot will be entered by previous shift.

    b.   Enter the End Amount of the Progressive Jackpot that is displayed on the LED keypad, at the end your shift.

    c.   Multiply the Total amount entered in the Hard Meter Reading section against the Progressive Meters incrementation rate (casino specific.)

    d.   Compare the number from step c with the difference between the Beginning Amount and the End Amount under Progressive Jackpot. That figure will represent the correct amount of coin that has been added to the Progressive Jackpot.

    e.   Verify the number from step d against the available GAME MANAGER reports; for example, Activity Log and Progressive Jackpot Report.

If the variance is less than 100 coins, there is no issue. If the variance is more than 100 coins, call MIKOHN Gaming, and we will help assist in resolving problems.

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